5™

Space Channel 5™

EXCLUSIVE TO SEGA DREAMCAST

Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast the Dreamcast logo, Space Channel 5, Samba De Amigo, and SONIC TEAM are either registered trademarks or trademarks of Sega Enterprises, Ltd. © SEGA ENTERPRISES, LTD., 2000. All Rights Reserved. SEGA of America, P.O. Box 7639, San Francisco, CA 94120-7639. The ratings icon is a trademark of the Interactive Digital Software Association.

SEGA®

Dreamcast™

SONIC TEAM™

SAMBA DE AMIGO™

EVERYONE

E

CONTENT RATED BY ESRB

51092

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

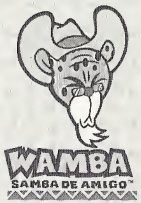
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Thank you for purchasing Samba De Amigo! Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing Samba De Amigo.

SAMBA DE AMIGO™

CONTENTS

MARACAS	2
WHAT'S SAMBA DE AMIGO?	3
CONTROLS	4
STARTING UP	8
ARCADE/ORIGINAL	10
CHALLENGE	17
TRAINING	27
INTERNET	28
OPTIONS	29



Samba De Amigo is a memory card compatible game (Visual Memory Unit (VMU) sold separately). The following amounts of available blocks are required to save:
- Main File: 6 Blocks
- Downloaded Files: 2 Blocks per file.

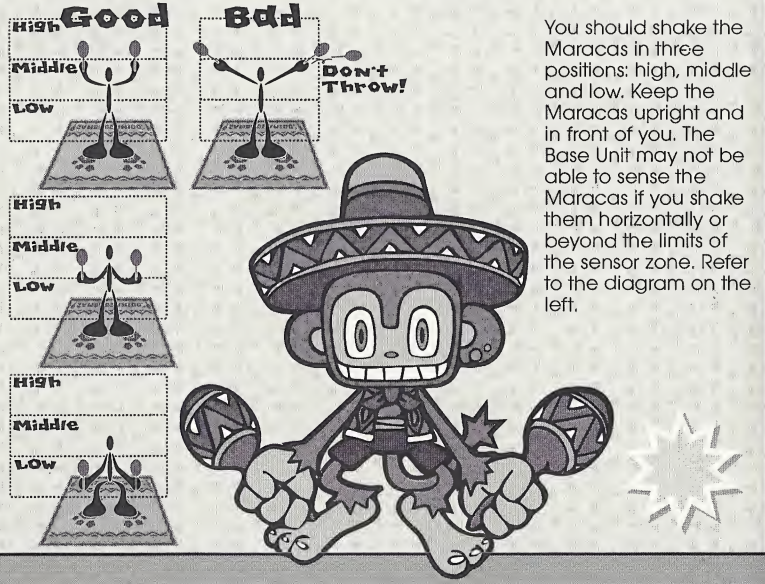
Saving occurs automatically as soon as a game ends. Never turn OFF the Dreamcast power, remove the memory card or disconnect the controller during saving or loading.

THE END

MARACAS

Once Samba De Amigo has loaded and a game mode has been selected, a warning will always be displayed concerning the use of the Maracas (sold separately). This warning will also be displayed even if you are using the Dreamcast Controller. The following text is an explanation on how to use the Maracas. You should also refer to the separate and more detailed warning in the Maracas Manual.

Maracas Shaking Position



You should shake the Maracas in three positions: high, middle and low. Keep the Maracas upright and in front of you. The Base Unit may not be able to sense the Maracas if you shake them horizontally or beyond the limits of the sensor zone. Refer to the diagram on the left.

WHAT'S SAMBA DE AMIGO?

Listen to the music and shake those Maracas!

All you need to do when playing Samba De Amigo is watch the screen and shake the Maracas to the music. It's simple.
All of the music is fun and lively. Just follow the rhythm and shake. Select a difficulty level and your height, pick a tune and away you go!
Shake the Maracas when the ● (blue Rhythm Balls) hit the ○ (circles). The top two circles are red, the middle circles are yellow and the bottom circles are green.
Don't panic; just enjoy the music and shake! All you have to do is get a Rank of C or better to clear the stage and go on to the next one.
Get a Rank of D or E, and the game will end.
(There are modes without "Game Over").

One-player or two-players?

Samba De Amigo is a one or two player game.
Refer to the explanations from page 4 onwards for information on the Dreamcast Controller and the Maracas Controller.

To return to the Title Screen...

DREAMCAST CONTROLLER
Simultaneously press and hold the Ⓐ, Ⓑ, Ⓧ, Ⓨ and the Start Button.

MARACAS
Simultaneously press and hold the left and right Maraca Buttons and shake.

POSE!!

You must make the same pose as shown on the screen whenever the Pose Mark is displayed. An "O" will be displayed if your pose was good and an "X" will be displayed if it was bad.

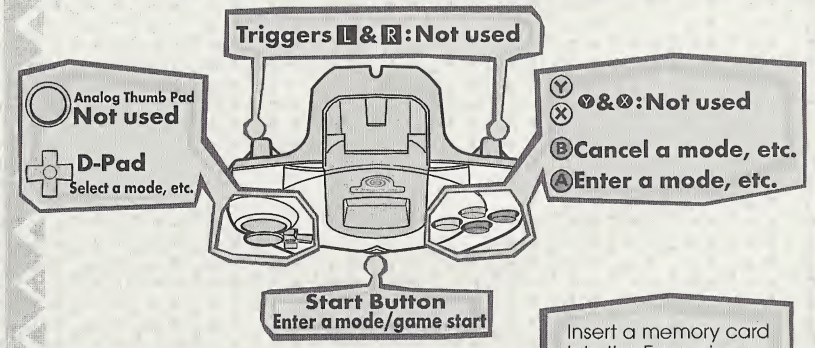
DREAMCAST CONTROLLER
Press and hold the buttons in the same way as shown by the Pose Mark.

MARACAS
Pose in the same way as shown by the Pose Mark.

CONTROLS

For a one-player game, connect a controller to either Port A or B. For a two-player game, 1P should connect a controller to Port A and 2P should connect a controller to Port B.

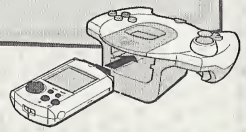
Mode Selection/Enter/Cancel (Basic Controls)



Controller Warning

Do not touch the Analog Thumb Pad or the Triggers while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

Insert a memory card into the Expansion Socket of a Controller



For a one-player game, connect a set of Maracas (sold separately) to either Port A or B. For a two-player game, 1P should connect a set of Maracas to Port A and 2P should connect a set of Maracas to Port B.

Mode Selection/Enter/Cancel (Basic Controls)

Left Maraca

Maraca Button

Cancel

Raise or lower

Mode selection
Raise or lower, then hold a position to select an item

Shake Maraca

When selecting a mode, raise or lower the Maraca towards the onscreen arrows ⬆⬇ to make the screen scroll

Right Maraca

Maraca Button

Start a game

Pause

Enter a mode, etc.

Shake Maraca

Enter a mode, etc.
(When using the Left Maraca to select)

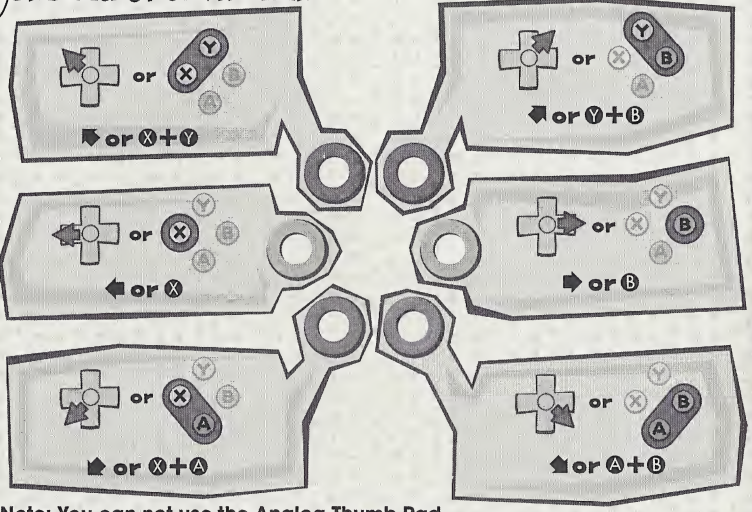
Saving when using the Maracas

You must connect a controller with an inserted memory card to an unused controller port to save game files when using the Maracas. It is possible to play using only the Maracas, but impossible to save.

Mode Selection/Enter/Cancel (Basic Controls)

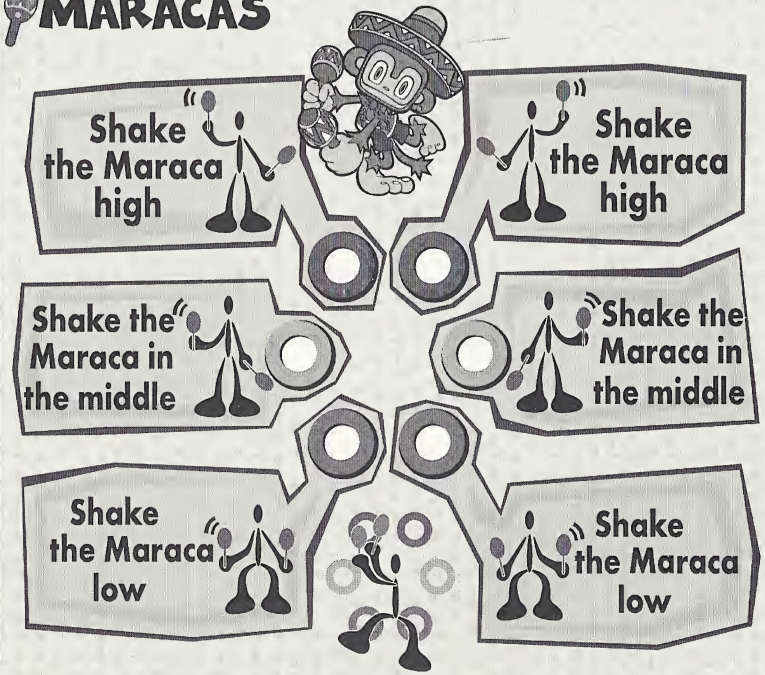
Remember the positions! (Game-play Controls)
The button assignment is set by default to Type A. You can change the controls by selecting and entering "Control Settings" from OPTIONS.
All of the controller control settings in this manual are for Type A.

DREAMCAST CONTROLLER



Note: You can not use the Analog Thumb Pad.

MARACAS



Note: You can use either the right or the left Maraca to point to the circles.

STARTING UP

DREAMCAST CONTROLLER

MARACAS

Title Screen

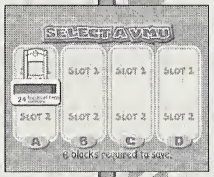
Press the Start Button at the Title Screen to display the VMU Selection Screen.

Press the button on the right Maraca to display the VMU Selection Screen.

Select a VMU

The VMU Selection Screen will be displayed when you start the game up. Select and enter a memory card that contains a Samba De Amigo game file.

Press ↑↓←→ to select a file and press Ⓐ to enter your selection.



Raise or lower the left Maraca to move the selection cursor and select a file. Either shake the right Maraca, or press the right Maraca Button to enter your selection.

You can also press Ⓑ to cancel. If you do this, you will play without saving any of your results regardless of whether a memory card is inserted or not.

You can also press the left Maraca Button to cancel. If you do this, you will play without saving any of your results regardless of whether a memory card is inserted or not.

You can edit your game files during game play by selecting "FILES" in OPTIONS (→ P.30).

DREAMCAST CONTROLLER

MARACAS

Game Menu

Press ↑↓ to select a menu item and press Ⓐ to enter your selection.

Raise or lower the left Maraca to select a menu item. Shake the Maraca towards the onscreen arrows when they are displayed to scroll the menu. Either shake the right Maraca, or press the right Maraca Button to enter your menu selection.

ARCADE

This mode is exactly the same as the "Samba De Amigo" arcade version. (→ P.10)

ORIGINAL

You can collect and play the tunes that you've played once in ARCADE mode, the tunes that you've won in CHALLENGE Mode and the tunes that you download from the INTERNET. You can also freely select any tune, regardless of what stage it is. (→ P.10)

CHALLENGE

Clear each challenge one by one to try and become the "Maracas King"! (→ P.17)

PARTY

You'll have a blast playing the three games in this mode. (→ P.19)

TRAINING

You can practice Samba as much as you like in this mode. (→ P.27)

INTERNET

You can access the Samba De Amigo Homepage here. (→ P.28)

OPTIONS

Use this mode to modify various game settings. (→ P.29)

ARCADE/ORIGINAL

ARCADE and ORIGINAL Mode are essentially the same. The only significant differences are the selectable tunes and the number of tunes. The basic menus for all of the modes are also the same.

DREAMCAST CONTROLLER

MARACAS

Player Entry

Press Ⓐ to enter (this will happen automatically after a short wait).

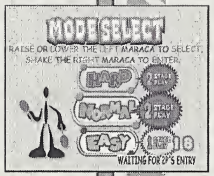
Press the right Maraca Button to enter (this will happen automatically after a short wait).

2P should enter in the same way between the Player Entry Screen and the Music Select Screen. 2P can not enter once the game has started.

MODE SELECT

Select a mode that you want to play. Mode difficulty and the number of stages differ from mode to mode. Make and enter your selections within the time limit.

Press ⬆⬇ to select a mode and press Ⓐ to enter your selection.



Raise or lower the left Maraca to select a mode. Either shake the right Maraca, or press the right Maraca Button to enter your menu selection.

MODE SELECT

EASY

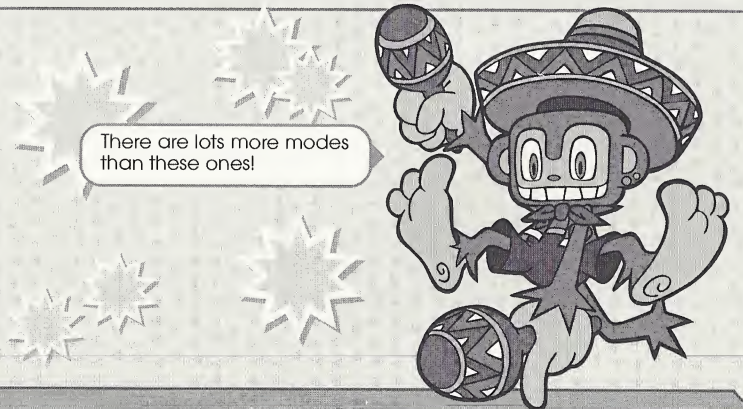
This is a simple mode with fewer Rhythm Balls for beginners. There is only one stage and the game will not end before the tune ends.

NORMAL

This is a mode for intermediate players. There are two stages. The game will end during a tune if your Rank falls below O at Rank E.

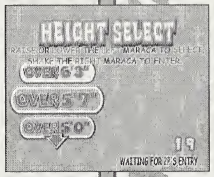
HARD

This mode is for advanced players. There are two stages. The game will end during a tune if your Rank falls below O at Rank E.



HEIGHT SELECT

Press ↑↓ to select your height within the time limit and press Ⓐ to enter your selection.



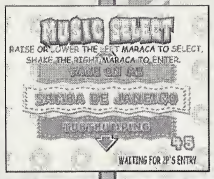
Raise or lower the left Maraca within the time limit to select your height. Either shake the right Maraca, or press the right Maraca Button to enter your selection.

Be honest! Don't lie about your height! The Maracas won't work properly if you select the wrong height. If you enter your correct height and the Maracas continue to not work properly, you can adjust the shaking height of the Maracas (→ P.30)!

MUSIC SELECT

Select one of the 3 tunes for every stage within the time limit. The number of stages that you can select depends on the mode that you are playing. The stages that you are able to select and the number of stages will also change depending on how good you are (→ P.13). Also, in ORIGINAL Mode, you can select all of the ARCADE and CHALLENGE Mode tunes, plus downloaded tunes.

Press ↑↓ to select a tune and press Ⓐ to enter your selection.



Raise or lower the left Maraca to select a tune. Either shake the right Maraca, or press the right Maraca Button to enter your selection.

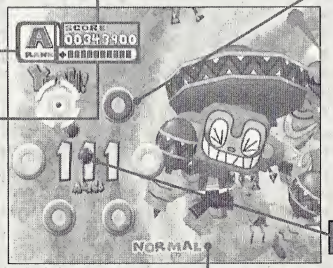
Game Display

The Game Display is basically the same for all modes. Refer to the Game Display explanations for each mode for more information on the differences.

Score
Your present score.

Rank
Your present rank.

Gauge
If your timing is good and you correctly press the buttons/shake the Maracas, the red squares on the gauge will increase. Your Rank will rise when the gauge is full. If you make a mistake, shake the Maracas at the wrong height, or if your timing is bad, the red squares on the gauge will decrease.



Game Label

Circle
You'll know that your timing and positioning were correct when you see "YEAH!" If you make a mistake, you'll see "BOO!" The top two circles are red, the middle circles are yellow and the bottom circles are green.

Rhythm Balls
These balls flow from the center of the screen. Normally the balls are blue, but when you have to shake the Maracas quickly, they're red.

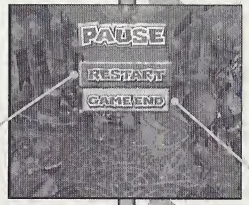
Clearing a Stage... Going to the next stage

You may go to the next stage if you clear your present stage with a Rank C or above. If you clear a stage with Rank A in ARCADE Mode, you will be able to select one of 6 tunes instead of 3. When selecting a tune, follow the onscreen instructions to select and enter.

Pause Screen (ARCADE/ORIGINAL/CHALLENGE/PARTY)

You can pause the game at any point. Select and enter one of the following two items.

Press the Start Button to display the Pause Screen. Press ↑↓ to select an item and press Ⓐ to enter.



Press the right Maraca Button to display the Pause Screen. Raise or lower the left Maraca to select an item, then press the right Maraca Button again to enter.

RESTART

Restart the present stage from the very beginning.
In the Mini-game Total Check, you will start again from the first mini-game.

GAME END

End the game and return to the Game Menu.

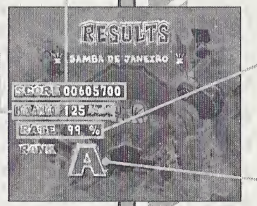
If you make a mistake, shake the Maracas at the wrong height, or if your timing is bad, the red squares on the gauge will decrease and your Rank will fall. Try not to let your Rank fall!

RESULT SCREEN

SCORE

MAX AMIGO

Your Max Amigo is the maximum number of rhythm balls that you got in succession.



RATE

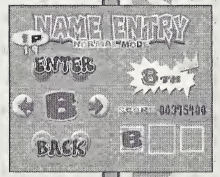
Your accuracy percentage.

RANK

Name Entry

If your total score is within the top ten, the Name Entry Screen will be displayed. You can enter up to 3 letters. In a two-player game, 1P and 2P enter their names in turn. Select and enter letters within the time limit.

Press ← → to scroll through the alphabet and press ↓ or ↑ to enter a letter. Press → or ← to cancel. When you are finished, either select "END" or wait for the game to automatically return to the Title Screen.



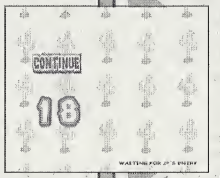
Use either the left or right Maraca to select letters. Shake the Maraca high to enter and shake it low to cancel. When you are finished, either select "END" or wait for the game to automatically return to the Title Screen.

Game Over and Continue

In NORMAL and HARD mode, the game will end if your gauge reaches 0 at Rank E. The default setting is that you can not continue. You can change this by selecting "GAME" in "OPTIONS" then modify the "CONTINUE" option from "OFF" to "ON". After the Result Screen, the Continue Screen will be displayed. Do the following within the time limit. There is no limit on the number of times that you can continue.

Press the Start Button before the timer reaches 0.

Note: Press either X or B to make the timer speed up.



Press the right Maraca Button before the timer reaches 0.

Note: Shake either the right or left Maraca to make the timer speed up.

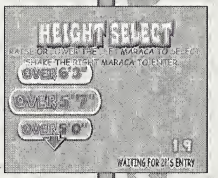
Challenge Menu

Clear each challenge one by one to try and become the "Maracas King"! You will win a "title" if you can clear a set of challenges. You must clear your present challenge before you can attempt the next one.

Height Select

Height Select in CHALLENGE Mode is the same as in ARCADE.

Press ↑↓ to select your height within the time limit and press A to enter your selection.



Raise or lower the left Maraca within the time limit to select your height within the time limit. Either shake the right Maraca, or press the right Maraca Button to enter your selection.

Challenge Menu

Select a set of challenges. At first you can only select "MARACAS BEGINNER". Once you clear all of the challenges in the set, you may attempt the next set. Each set of challenges is more difficult than the one before. Also, when you start to clear the harder sets, you will win more than just a new title... What could these prizes be?

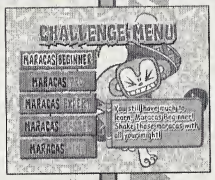
You can't select challenges that you haven't cleared yet. You have to clear the challenges one by one.

DREAMCAST CONTROLLER

MARACAS

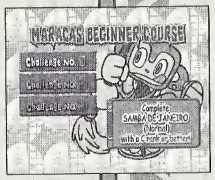
Challenge Menu

Press ↑↓ to select a set and press Ⓐ to enter your selection. Press Ⓑ to return to the Game Menu.



Raise or lower the left Maraca to select a set. Either shake the right Maraca, or press the right Maraca Button to enter your selection. Press the left Maraca Button to return to the Game Menu.

Press ↑↓ to select a "Challenge No." and press Ⓐ to enter your selection. Press Ⓑ to return to the Challenge Menu.



Raise or lower the left Maraca to select a "Challenge No." Either shake the right Maraca, or press the right Maraca Button to enter your selection. Press the left Maraca Button to return to the Challenge Menu.

Challenges

There are two types of Challenges: ARCADE/ORIGINAL and MINI-GAME (→ P.24). Brief instructions for each Challenge will be displayed after you have made your Challenge selection. See P.13 for a description of the ARCADE and ORIGINAL Mode Game Screen and see P.24-26 for more on the MINI-GAME Mode Game Screens.

Party

This is a fun mode for two players. Invite your friends over and play!

DREAMCAST CONTROLLER

MARACAS

Party Menu

Select from "BATTLE", "COUPLES MODE" and "MINI GAMES".

Press ↑↓ to select a game and press Ⓐ to enter your selection. Press Ⓑ to return to the Game Menu.

Raise or lower the left Maraca to select a game. Either shake the right Maraca, or press the right Maraca Button to enter your selection. Press the left Maraca Button to return to the Game Menu.

BATTLE (→P.20)

Battle to the beat. Who is the grooviest?

COUPLES MODE (→P.22)

How compatible are you and your partner? Play and see!

MINI-GAMES (→P.24)

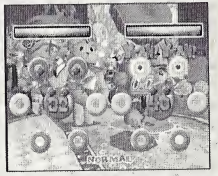
This is a collection of mini-games.

BATTLE

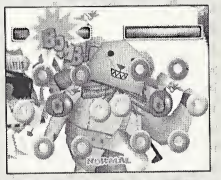
Compete against a friend. Collect bombs faster than your opponent can, then attack him or her. You will win when your opponent's strength gauge reaches 0. In a 1P game, your opponent will be the computer.

Rules

Shake the Maracas to the beat of the Rhythm Balls!
Shake the Maracas (or press Buttons) to the beat of the Rhythm Balls. Do this in time and your bomb will swell and numbers will increase.

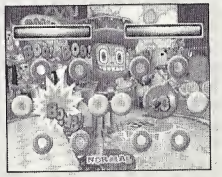


When the bomb reaches its maximum size, it will automatically attack your opponent!
When your bomb reaches its maximum size, it will automatically attack your opponent. Your life gauge will decrease when a bomb attacks you. Also, if your opponent attacks you first, your bomb will vanish and you will have to start making it again from scratch.



Warning about making your bomb swell
Your bomb will swell quickly if you play in time. However, if you make a mistake, your bomb will explode and inflict you with damage.

The battle ends when your life gauge reaches 0 or when the music ends!
The battle ends either when a life gauge reaches 0, or when the music stops. You will then be shown the battle and general results.



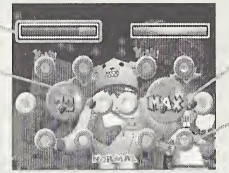
BATTLE

Game Display

Life Gauge

Bomb

The numbers will increase and the bomb will swell if you shake the Maracas to the beat.



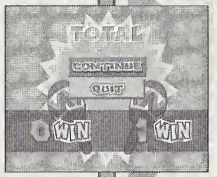
Rhythm Balls

Rhythm Circle

Result Screen

The Result Screen will be displayed after the Battle. You will be given the option to "CONTINUE" or "QUIT". Select and enter one of these items.

Press ↑↓ to select an item and press Ⓐ to enter your selection.

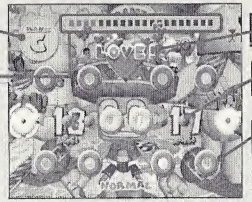


Raise or lower the left Maraca to select an item. Either shake the right Maraca, or press the right Maraca Button to enter your selection.

COUPLES MODE

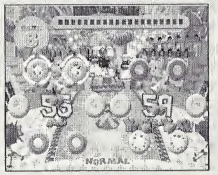
Determine your "Love Rating". If you and your partner can time your Maraca shaking (button pushing) well, you will earn points. The game will quickly end if you don't play well, so try and work together and get a good score. In a 1P game, your partner will be the computer and your "Love Rating" will show...um...how much you love your Dreamcast!

Game Display



Rules

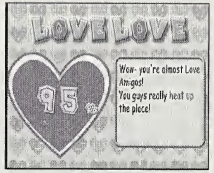
If the timing of both players is very close or exactly the same, Love Marks will appear in the center of the screen. This shows that both players are completely in synch! There is only one gauge for both players and this will decrease if either of the players makes a mistake. Work together and play as well as you can.
The game will end when the music ends and you will then be shown your love compatibility.



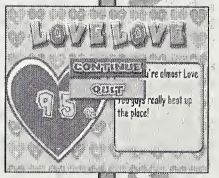
COUPLES MODE

Result Screen

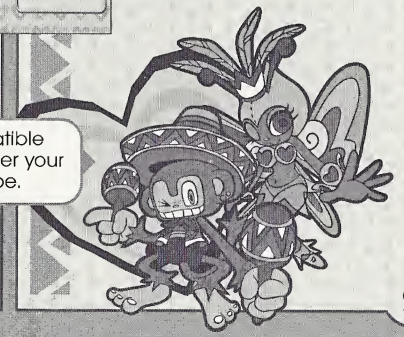
You will be shown your love compatibility when the game ends.
You will then be given the option to "CONTINUE" or "QUIT". Select and enter one of these items.



Press ⬆⬇ to select an item and press Ⓐ to enter your selection.



Raise or lower the left Maraca to select an item. Either shake the right Maraca, or press the right Maraca Button to enter your selection.



MINI-GAMES

You can either play "Total Check Mode" to see how much Samba you have in you, or play individual mini-games in "1 Stage Mode".

Game Instructions

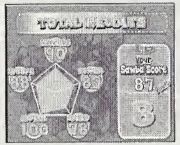
The mini-game will start following brief instructions.

TOTAL CHECK MODE

All 5 Mini Games

Select Total Check Mode to play all 5 Mini-games in succession.

Total Results



You will get a high rank if you score well over the 5 mini-games. Your total results will be displayed once you have played all of the games. After your results have been displayed for a short time, the Mode Select Screen will be displayed.

1 Stage Mode

1 Stage Mode

Select one of the 5 mini-games to play. You can focus entirely on one particular mini-game that you like a lot.

Results

You will get a high rank if you score well. After your results have been displayed for a short time, the Mini-Game Screen will be displayed.

You may receive a prize if you get a high Samba score. Practice hard and set your sights high!

MINI-GAMES

The Controls for the mini-games are the same as for the other modes.

Stage1: Guacamole

Hit the moles as soon as they come out of the circles. Hit as many of them as possible within the time limit.

Mole

They may look different, but they're all moles.

Time

The game will end when the timer reaches 0.

No. of Moles

Stage 2: Power Rush

Break the rocks one by one. Break as many of them as you can within the time limit. Skillfully use both of the Maracas to break the rocks!

Rock

These are tough rocks and need many hits before they break.

Time

The game will end when the timer reaches 0.

No. of Rocks

Stage 3: 1-2-Samba!

Hit as many plates in order (1, 2, Samba!) within the time limit as you can. Do not hit the bombs as you will lose precious time.

Plate

Follow the order: 1, 2, Samba!...

Time

The game will end when the timer reaches 0.

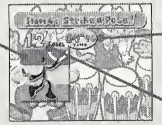
No. of Combos

Stage 4: Strike a Pose!

Strike as many poses as possible within the time limit. React quickly and pose!

Pose Mark

Your split second judgment is crucial here.



Time

The game will end when the timer reaches 0.

No. of Poses

Stage 5: Monkey See, Monkey Do

This game is just like Simon Says. Follow the example using the same rhythm and movements. First there will be an example, then you follow, example, you, and so on. There are 10 examples, and your score will be based on the number that you do correctly.

Present turn

Example No.

No. of Correct Answers

TRAINING

DREAMCAST CONTROLLER — MARACAS

You can practice Samba as much as you like in this mode. In other modes, the game will end if you don't play well, but this is not the case in TRAINING Mode. Play the tune that you want to master again and again.

Result Screen

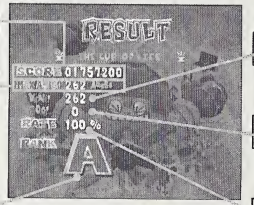
When the game ends, your results will be displayed.

SCORE

MAX AMIGO

Your Max Amigo is the maximum number of rhythm balls you got in succession.

RANK



YEAH

The number of times your timing was good.

BOO

The number of times that your timing was bad.

RATE

Your accuracy percentage.

Restart/Select/Game End

The Restart/Select/Game End Screen will be displayed after the Result Screen or when you pause the game. Select "RESTART" or "SELECT". Select "GAME END" to return to the Game Menu Screen.

Press ↑↓ to select an item and press Ⓐ to enter your selection.

Raise or lower the left Maraca to select an item. Either shake the right Maraca, or press the right Maraca Button to enter your selection.

INTERNET

You can access the Samba De Amigo Homepage here. You can learn new tactics, download new music, and view score rankings.

Note: You can not use the Maracas when you are online.

First, register as a user with the Sega Internet Service Provider. Select and enter "INTERNET" and the Samba De Amigo start page will be displayed. when you click, "Let's go Online!" you will connect to the Internet and the Samba De Amigo homepage will be displayed.

User Registration

- You cannot use the NETWORK unless you have registered as a user with SEGA. Before playing on the NETWORK, make sure that you register as a user, using the Dreamcast Browser. Refer to the Dreamcast Browser Instruction Manual for further help. You can purchase the newest Dreamcast Browser from the Official Dreamcast Magazine.

Charges

Be aware of the following when going online:

- Use of the Network Server is free, but you will have to pay for your own ISP and telephone charges separately.
- If for some reason you are disconnected while your password and ID are being confirmed you may continue to be charged for the call.

You can download Sonic Adventure tunes and other tunes once you are online. You can also post your rankings! There are plenty of things to keep you busy at the Samba De Amigo Homepage!

OPTIONS

Game

You can change the following game settings:

Game Difficulty

Select a difficulty level; EASY, NORMAL or HARD.

Continue

Select whether or not you play with Continues; ON/OFF.

Stages

Change the number of stages you play in every mode. You can select from 1 to 3 stages.

High Score

View the high scores from all of the game levels. Select and enter a game level.

Records

View your total play results. You can see a full breakdown of your ARCADE and ORIGINAL Mode results and check your general Amigo Rank.

Sound Settings

Set the sound output to either MONO or STEREO.

Sound Test

You can listen to all of the game's sounds. Select and enter Sound Effects (SE), Background Music (BGM) or Music then select and enter the number or title of the tune you want to listen to.

Maracas SE

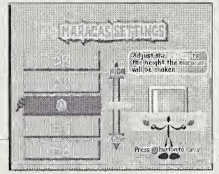
You can select several noises for when you shake the Maracas (press Buttons). You can remove the Rattle Unit and replace this sound with a sound effect. Refer to the Maracas Manual for more information on how to remove the Rattle Unit. At first, there are only a few sound effects for you to select, but as you advance through the game, you may win new ones in the mini-games. There are many sound effects, such as energy, whistle, shout and Sci-fi.

Control Settings (Dreamcast Controller Only)

Set the Controller settings to either TYPE A or TYPE B. The button assignment for TYPE B is easier than for TYPE A. You will not be able to press buttons simultaneously, but we recommend it.

Maracas Settings (Maracas Only)

You can adjust the shaking height of the Maracas by 5 levels to fit your shaking style. The normal setting is 0. Change this setting if your TV is too high, too low, or too big, etc. The yardstick for changing the Maracas settings is if you are hitting the RED CIRCLES or the GREEN CIRCLES when you mean to hit the YELLOW CIRCLES. If you are hitting the RED CIRCLES, set the height to "+1". If you are hitting the GREEN CIRCLES, set the height to "-1".



Files

You can load Samba De Amigo files here.

WARNING Do not clear your flash ROM while the browser boots. This will cause your game to malfunction. If you do happen to clear your flash ROM, after entering and saving your ISP information you MUST turn the power off on your Dreamcast unit before starting your Samba de Amigo game.

Song Credits

"After Burner"
© 1997 Sega Music, Inc.

"Al Compas Del Mambo"
Written by Perez Prado.
Published by Peer International Corporation (BMI).

"Ali Bombaye"
Written by Michael Masser.
©1977 EMI Golden Torch Music Corp.
Licensed by Virgin Music Japan Ltd.

"Burning Hearts"
© 1998 Sega Music, Inc.

"Cup of Life"
by Robi Rosa and Desmond Child.
© 1999 A Phantom Vox Corp. (BMI), Muziekuitgeverij Artemis B.V. (BUMA)
& Universal-Polygram International Publishing Co., Inc. (ASCAP) o/b/o itself & Demosphobia (ASCAP). All Rights on Behalf of A Phantom Vox Corp. (BMI) & Muziekuitgeverij Artemis B.V. (BUMA). Administered by Warner-Tamerlane Publishing Corp. (BMI). All Rights Reserved. Used by Permission.

"Dreams Dreams"
©_1999 Sega Music, Inc.

"El Ritmo Tropical" a/k/a "El Bimbo"
Music by Claude Morgan.
©1974 Editions Sugar Music, Paris, France.
All Rights Reserved. International Copyright Secured. Used by Permission.

"La Bamba"
Written and Arranged by Ritchie Valens. © 1958 Renewed 1986 EMI Virgin Songs, Inc. d/b/a EMI Longitude Music and Warner-Tamerlane Publishing.

All rights for the United States Controlled and Administered by EMI Virgin Songs, Inc. d/b/a EMI Longitude Music (BMI). © 1987 Warner-Tamerlane Publishing Corp. (BMI). All Rights Reserved. International Copyright Secured. Used by Permission.

"Livin' La Vida Loca"
by Robi Rosa and Desmond Child.
© 1999 A Phantom Vox Corp. (BMI), Muziekuitgeverij Artemis B.V. (BUMA)
& Universal-Polygram International Publishing Inc. (ASCAP) o/b/o itself & Demosphobia (ASCAP). All Rights on Behalf of A Phantom Vox Corp. (BMI) & Muziekuitgeverij Artemis B.V. (BUMA). Administered by Warner-Tamerlane Publishing Corp. (BMI). All Rights Reserved. Used by Permission.

"Love Lease"
Written by Masao Honda.
© 1998 Pyon Ari Music Publishing, Inc.
Published by Pyon Ari Music Publishing, Inc.
Under License from Key Note, Inc.

"Macarena"
Written by A. Romero, R. Ruiz, C. DeYarza, M. Triay.
Published by Canciones del Mundo S.A.

"Magical Sound Shower"
© 1997 Sega Music, Inc.

"Opa! Opa!"
© Sega Enterprises, Ltd., 1986.

"Open Your Heart"
© 1998 Sega Music, Inc

"Rent A Hero No. 1"
Original Japanese title is
君は人のためにレンタヒーローになれるか
© 1997 Sega Music, Inc.

"Samba de Amigo"
("Samba de Janiero 2000") Written by Arito Moreira, Ramon Zenker, Gottfried Engels. © 2000 Orbit Records GMBH.
Remixed by PKG Production. Published by Bug Music, BMG, UFA, Gang Go, Upright Songs.

"Samba de Janiero"
Written by Arito Moreira, Ramon Zenker, Gottfried Engels. © 1997 Orbit Records GMBH.
Published by Bug Music, BMG, UFA, Gang Go, Upright Songs.

"Sonic You Can Do Anything"
© Sega Enterprises, Ltd., 1993.

"Soul Bossa Nova"
Written and Performed by Quincy Jones.
© 1962 Silhouette Music (ASCAP).
All Rights on Behalf of Silhouette Music (ASCAP).
Administered by WB Music Corp. (ASCAP).
Courtesy of the Verve Music Group Under License from Universal Music Enterprises.
All Rights Reserved. Used by Permission.

"Super Sonic Racing"
© 1998 Sega Music, INC.

"Take on Me"
Written by Pal Waaktaar, Magne Furuholmen, Morten Harket. Performed by Reel Big Fish.
© Copyright by Sony/ATV Music Publishing. (UK) Limited. Courtesy of Mojo/Universal Records.
Under License from Universal Music Enterprises.

"Tequila"
Written by Chuck Rio.
© 1958 Renewed 1986 EMI Virgin Songs, Inc. d/b/a EMI Longitude Music and NEM Music.
All Rights Controlled by EMI Virgin Songs, Inc. d/b/a EMI Longitude Music and NEM Music.
All Rights Reserved. International Copyright Secured. Used by Permission.

"Tubthumping"
Written by Nigel Hunter, Bruce Duncan, Alice Nutter, Louise Watts, Paul Greco, Darren Hamer, Allen Whalley and Judith Abbott. Performed by No Smoking. © 1997 EMI Music Publishing Germany GMBH. All Rights in the USA and Canada Controlled and Administered by EMI Blackwood Music Inc. (BMI) Under License from Max Music and Entertainment, Inc. All Rights Reserved. International Copyright Secured. Used by Permission

ACCESS®

CRI ADX is a trademark of CRI.

NetFront JV-Lite
*NetFront and JV-Lite are registered trademarks of Access Co.,Ltd. in Japan.

MPEG Sofdec is a trademark of CRI.

NetFront and JV-Lite (JV-Lite is compliant with Java specification) by Access Co., Ltd. is adopted for the Internet function of this product. NetFront and JV-Lite are registered trademarks of Access Co., Ltd. in Japan. Java and all Java-based trademarks and logos are trademarks or registered trademarks of Sun Microsystems, Inc. in the US and other countries. All brands and product names are trademarks of registered trademarks of their respective companies. This software includes the font(s) licensed by NEC Office Systems, Ltd. This software is based in part on the work of the Independent JPEG Group. This software includes the Dream Flyer viewer which can be used to view received Dream Flyer and P-Rabbit system mail. Dream Flyer and P-Rabbit are trademarks of COLABO, Inc.

THIS LIMITED WARRANTY IS VALID FOR U.S. AND CANADIAN SEGA DREAMCAST SOFTWARE MANUFACTURED FOR SALE IN AND PURCHASED AND OPERATED IN THE UNITED STATES AND CANADA, ONLY!

Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Dreamcast GD-ROM shall be free from defects in material and workmanship for a period of 90-days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective GD-ROM or component will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the disc, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Sega to obtain support.

Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

- web site http://www.sega.com/customer_service
- e-mail support@sega.com
- 800 number 1-800-USA-SEGA
- Instructions en français, téléphoner au: 1-800-872-7342.

LIMITATIONS ON WARRANTY

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90-DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, INC., BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast, the Dreamcast logo, and Samba De Amigo are either registered trademarks or trademarks of SEGA Enterprises, Ltd. All Rights Reserved. This game is licensed for use with the Sega Dreamcast system only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. ©SEGA ENTERPRISES, LTD., 2000. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All rights reserved.
Programmed in Japan. Made and printed in the USA.
Product covered under one or more of the following: U.S. Patents No's: 5,460,374; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No. 2870538 (Patents pending in U.S. and other countries); Canadian Patent No. 1,183,276.